

drawing said opaque object alone of the image data, while updating said Z-buffer and executing a hidden surface removal by said Z-buffer algorithm;

drawing said semitransparent objects alone of the image data without updating said Z-buffer and while executing the hidden surface removal by said Z-buffer algorithm; and

drawing said semitransparent objects alone of the image data, while updating said Z-buffer and executing the hidden surface removal by said Z-buffer algorithm.

2. (Amended) The method according to claim 1, wherein said steps of drawing said semitransparent objects are executed by alpha blending.

5. The apparatus according to claim 3, wherein the blending for said semitransparent objects is executed by alpha blending.

Please add the following new claims:

8. The method according to claim 1, wherein the information about a depth direction of said opaque object updated to said z-buffer by said step of drawing said opaque object is available for comparison with depth information about said semitransparent objects during said steps of drawing said semitransparent objects.

9. The apparatus according to claim 3, wherein said rendering engine initially processes at least one of said opaque objects and stores depth information thereof in said z-buffer, and wherein said depth information of said at least one opaque object is available for comparison with depth information about said semitransparent objects during said judging and said blending.